
MAX HEADROOM
TAKE THE CHALLENGE AND GO AFTER A TRAPPED MAX IN THIS ALL ACTION 3D ARCADE ADVENTURE WITH AMAZING M-M-MAX TYPE SPEECH
Amstrad C.P.C. 464/6128
QUICKSILVA

MAX HEADROOM



Hi there, Computer Game Freak! Yes, it really is M-M-Me–Max Headroom–actually talking to a boring little Ordinary Person like you! Gives you a funny quivery feeling inside, doesn't it!

And I'm talking to you because you have right here in your pale, sweaty, grimy little Ordinary Person's fingers The Computer Game of the Mon-Mon-Mon-Mon....Century! It's Exciting, Tough and Challenging (and lots of other words beginning with E, T and C, ETC., ETC., ETC.)

And what's more, if you actually win through to the end, you will have the thrill of My own personal message to you, to make you feel a very very special Ordinary Person!!

"I got nowhere with this game, but it beats washing tramps any day of the week!"
Billy Wragg (tramp washer).







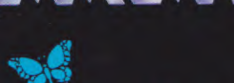


THEORA JONES
TIME: 28
LIGHT THE REQUIRED SEGMENTS TO MAKE THE LETTER E FOR THE EXECUTIVE LEVEL
EDISON CARTER
12:00
FLOOR 000
CODES :-
BIOMONITOR
CONFIDENT
STRENGTH 99%



Liberty House, 222 Regent Street,
London W1R 7DB

5 012409 001248



Chrysalis Visual Programming


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QUICKSILVA Liberty House, 222 Regent Street, London W1R 7DB

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